

Syllabus for P.G. Diploma in Fashion Design

Course Title: Post Graduate Diploma Fashion Design

Duration: 1 year

Total Marks: 1000

Subject Code: PGDFD

PG Diploma - Syllabus

Sl. No.	Paper Code	Paper Name	Marks		
			External	Internal	Total Marks
1	PGDFD-101	Drafting and Pattern Making	75	25	100
2	PGDFD-102	Textile Studies - I	75	25	100
3	PGDFD-103	Sketching & Illustration	75	25	100
4	PGDFD-104	History of Fashion	75	25	100
5	PGDFD-105	Computer Application - I	75	25	100
6	PGDFD-106	Textile Studies - II	75	25	100
7	PGDFD-107	Inspirational Fashion	75	25	100
8	PGDFD-108	Knitting Technology	75	25	100
9	PGDFD-109	Pattern Drafting, Grading & Construction Studies	75	25	100
10	PGDFD-110	Computer Application - II	75	25	100
				Total	1000

Detail Syllabus for PG Diploma Fashion Design (PGDFT) – 1st Year

1. Drafting and Patten Making

(Marks 100) Paper Code – PGDFT-101

Part – ‘A’

- Standard measurement charts for children
- Standard measurement charts for adults- male and female
- Taking measurements- three styles of taking measurement, areas of measurements
- Drafting tools
- Basic grain lines-straight, off and bias
- Drafting of Basic bodice block of a child.
- Drafting of sleeves- plain, puffed, flare, leg o’ mutton, ruffle, cap, raglan, drop shoulder, epaulette, tulip, hanky, Bushirt, Magyar, kimono, Dolmon, shirred, bell, bishop, lantern.
- Drafting of Collars – Peter pan, cape, bias, flat tennis, sailors, Chelsea, bishop, shawl, wing, shirt, rippled, Chinese, coat, cowl.

Part – ‘B’

- Drafting of Kids -slip and panty and romper
- Drafting of frocks(A line, circular, frock with yoke, frock with empire, normal and low waist line)
- Drafting of skirts- gathered, novelty gathered, two tied, pleated (knife, box, inverted, sunray, kick), straight, a- line, pegged, tulip, circular, gored, handkerchief, hip rider, slashed
- Drafting of a Jumpsuit
- Designing of all kinds of casual and formal wear garments for children (romper, frock, skirt, night suit, sundress, jumpsuit)
- Paper patterns of all kinds of casual and formal wear garments for children (romper, frock, skirt, night suit, sundress, jumpsuit), on full scale, with all specifications.

Part – ‘C’

- Drafting of an Adult bodice block
- Drafting of adult sleeve and its alterations.
- Drafting of Women’s saree blouse and choli blouse
- Drafting of salwar kameez, churidaar pajama, pajama, kalidaar kurta
- Drafting of trousers and shirt.
- Designing of all kinds of adult casual and formal wear garments (blouse, top, skirt, salwar suit, night suit, nighty gown, kurta pyjama, trousers),
- Paper patterns of all kinds of adult casual and formal wear garments (blouse, top, skirt, salwar suit, night suit, nighty gown, kurta pyjama, trousers), on full scale, with all specifications.

*Book recommended:
Advanced Drafting & Draping by Manmeet Sodhia Kalyani Publishers*

*Library reference:
Basic Processes and clothing const. by Sherie Doongaji Rajj Prakashan
Text book of clothing and textiles by Sushma Gupta Kalyani Publishers
Pattern cutting made easy by Gillian Holman Batsford
Garment const. skills by Premlata Malik Kalyani Publishers*

*Question Paper Pattern:
Drafting and Pattern Making (Practical)
2 questions (with internal choice).*

*Q1. 35 Marks (do any 5 draftings out of 7 given, 7 marks each)
Q2. 40Marks (2 paper pattern, do any 1) =75
Ques. No.1 will be from PART A of the syllabus.
Ques. No. 2 will be from PART B and PART C of the syllabus.*

2. Textile Studies – I

(Marks 100) Paper Code – PGDFT-102

Part – ‘A’

- Classification of fiber-natural and manmade, names and source
- Flow chart for production processes of woolen, worsted, cotton and blended yarns
- Properties and uses of natural (vegetable and animal) fibers - cotton, silk, wool, linen, etc.
- Properties and uses of man made fibers.-nylon, rayon, acetate acrylic, mod acrylic,etc.

Part – ‘B’

- Conversion of fiber to yarn- blending, opening, cleaning, carding, doubling, combing, drawing, roving, spinning, yarn twisting
- Identification of fibers- feeling test, burning test, chemical test
- Fiber quality requirement for suitability of fabrics

Part – ‘C’

- Elementary idea of the processes of conversion of yarn into fabric, i.e., weaving, knitting, non-woven
- Industrial visit.

Book recommended:

Introduction to textiles by KVP Singh Kalyani Publishers

Library reference:

Textiles-fiber to fabric by Bernard P. Corbman McGraw- Hill

Question Paper Pattern:

Textile studies I (Theory)

7 questions. Do any 5. 15 marks each=75.

3. Sketching and Fashion Illustration

(Marks 100) Paper Code – PGDFT-103

Part – ‘A’

What is colour?

- Dimensions of colour- hue, intensity and value.
- Colour wheel, Colour mixing, colour schemes and combinations- complimentary, analogous, split complimentary, warm and cool colours, tints tones and shades, monochromatic, achromatic, pastels and dusty pastels. - The effect of these colour schemes.
- Effect of colours- red, green, blue, yellow, pink, orange, purple, black, white, grey, neutrals.
- Textures - thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop, smoke, blade, leaf, flower, butterfly, lace, jute, thumb, matchstick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, drop ink, batik, leather, dry brush, mesh, comb, cloth dabbing etc.,
- Textural effects
- Use of textures in fashion designing etc.

Part – ‘B’

- Fashion terminology commonly used in the industry
- Classic and innovative fashion details- necklines, collars, sleeves, waistlines, cuffs, skirts, trousers, yokes, waistlines, pockets, etc.
- Illustration of garments
- Elements of design- dot, line, checks, silhouettes, colour, texture, etc.-its effects.
- Principles of design- repetition, gradation, dominance, unity, harmony, contrast, proportion, balance, rhythm- its effects.

Part – ‘C’

- Basic block figures
- Normal figure and fashion figures
- Fashion block figures with all kinds of poses
- Basic croqui drawing- all sizes.

- Fleshing of block figures
- Draping of garments
- Designing on varied themes, e.g., environment, seasons, cosmetics, jewellery, etc.
- Use of all kinds of colour mediums.

Book recommended:

Design Studies by Manmeet Sodhia Kalyani Publishers

Library reference:

Fashion and color by Mary Garthe Rockport Publishers

Color Harmony 2 by Bride M. Whelan Rockport Publishers

Fashion Source Book by Kathryn Mckelvey Blackwell Science

Encyclopedia of fashion details by Patrick John Ireland Batsford

9 Heads by Nancy Riegelman Pearson Education

Fashion Sketchbook by Abling Fairchild

Question Paper Pattern:

Sketching and Fashion Illustration (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40

4. History of Fashion

(Marks 100) Paper Code – PGDFT-104

Part – ‘A’

- Changing scenario of Indian costumes
- Costumes and fashions in the Mohenjodaro period
- Rajasthani style of sari of the 15th century
- Influence of British rule on Indian fashion in 1920
- Charleston era of lace, satin and silk
- 1930's fashion of long flared skirts in the west and its influence in India
- 1940's fashion
- Independence movement and its influence in ushering in khadi
- Christian Dior's New Look of pencil slim skirt and its influence in India
- Post independence era saying no to western fashion and creating a fashion statement with choli blouses
- 1960's and its most sensational mini
- 1970's fashion of pant suit and pathani suit
- 1980's and its bringing in the harems and dhoti and patiala salwars
- Late 1980's, and hi boom designer fashion wear.
- Principles of fashion
- Classification of fashion.

Part – ‘B’

- Indian traditional textiles (embroided- kasida, chickenkari, Kantha, phulkari)
- Traditional embroideries of Chamba rumal, kathiawar, kutch, gujarati, Sindhi, gold and silver embroidery.
- Fabric, Colours, motifs, stitches used in Indian traditional embroidery
- Woven Indian traditional textiles- (kota, baluchaar, brocade, kangiveram, chanderi, tangail)
- Brief history of these woven textiles of India.
- Colours and motifs used in woven Indian traditional textiles
- Production processes of various woven Indian textiles.
- Printed- (hand block printing-sanganeri) traditional textiles of India.
- Dyed- (Ikkat, patola, tie and dye) traditional textiles of India.
- Painted- (kalamkari.) traditional textiles of India.
- Brief history of printed, dyed and painted textiles of India.
- Colours, motifs, stitches used in printed dyed and painted Indian traditional textiles of India.
- Production processes of various dyed, printed and painted Indian textiles.

Part – ‘C’

- Traditional costumes of the people of India.
- Traditional costumes of people of Jammu & Kashmir – hindu and muslim men and women
- Traditional costumes of people of Himachal Pradesh-male and female costumes of people of upper and lower hills(the gaddies and paharies)
- Traditional costumes of people of Punjab, - male and female costumes.
- Traditional costumes of people of Rajasthan - male and female costumes.
- Traditional costumes of people of Gujarat- male and female costumes.
- Traditional costumes of people of Madhya Pradesh- male and female costumes.
- Traditional costumes of people of Uttar Pradesh - male and female costumes.
- Traditional costumes of people of Maharashtra- male and female costumes.
- Traditional costumes of people of Maharashtra- male and female costumes.
- Greek clothing- chitons, types of chitons, its influence
- Roman clothing – toga and its influence
- Italian and French influences on global fashion

Book recommended:

History of Fashion by Manmeet Sodhia Kalyani Publishers.

Library reference:

Traditional Indian Textiles by Parul B. Abhishek Publications

Insiders Guide to South India by Brian Bell APA Publications

A celebration of style by Sharada Dwivedi AJSK Publications

Colourful Textiles of Rajasthan by Gulab Kothari Jaipur Printers

Fashion Kaleidoscope by Meher Castelino Rupa and company

Indian Fashion by Hindol Sengupta Pearson Education
A celebration of style by Sharada Dwivedi AJSK Publications

Question Paper Pattern:

History of Fashion (Theory)

7 questions. Do any 5.15 marks each=75.

All the questions asked will require descriptive as well as illustrative answers.

5. Computer Application – I

(Marks 100) Paper Code – PGDFT-105

Introduction to Computers:

- Computers in our Lives
- Why study Computer Technology
- Importance of Computer Literacy
- Computer in your career (Computer Knowledge opens doors, Computer Graphics & Design)
- Applications of Computers
- History of Computers
- Computer Generations
- Shapes/Types of Computers (Super computers, Mainframe Computers, Minicomputers, Workstations, Personal Computers, Variants of Personal Computers)
- Introduction to Information Technology & Information Technology Industry
- Processing Data
- Defining Data, Processing, Knowledge, Information
- How Computers represent data
- Units of measure of computer memory and storage
- Fundamental Computing Model (Input – Process – Output)
- How computers process data
- Parts of a Multimedia Personal Computer
- Hardware & Software
- How hardware make system useful.
- Critical hardware –(Motherboard, Processor, Memory, input devices, output devices, storage devices)
- Input Devices, keyboard, mouse, trackball, Alternate input devices (Pen, Touch-screen, Game Controllers, Bar Code Readers, Image Scanners, OCR< Microphones, Video Input, Digital Camera)
- Output Devices, Monitors, Its different types, Comparison of various types of monitors, video controllers, PC projectors, Sound Systems, Printers and its different types, Functioning of various types of Printers.
- Storage Devices, How data is organized on a Magnetic Disk, Magnetic Storage Devices (Floppy Disks, Hard Disks, Magnetic Disks, Tape Drives, Zip Drives), Optical Storage Devices, (CD-ROM, DVD-ROM, CR-Recordable, CD-Rewritable, Photo CD).
- Processing Devices, Central Processing Unit, CPU Speed, Different types of CPUs

- Memory, Cache Memory, Main Memory, Flash Memory (USB Memory Sticks)
- Different Connector Ports, Slots and Boards.
- CVT, UPS

Computer Software:

- Explanation of a Computer Software (Need, Definition, Application etc)
- Basic Types of Software (Application Software and System Software)
- Operating System, The role of the operating system, The User interface-GUI and CUI, running programs, Managing Files, Managing Hardware, Utility Software(Paint, Wordpad, Notepad, Calculator). Different operating systems (Unix, DOS, Mac OS, Windows 3.x, OS/2 Warp, Windows NT, Windows 95 & 98, Linux, Windows 2000.
- Device Drivers, Applications Software - Common Examples Computer Security Concerns
- Ergonomics , Ergonomic Workstations, Virus & Antivirus Word Processing Programmes
- Word Processing Programmes and Their Uses
- The Word Processor's Interface
- Entering & Editing Text , Copying, Cutting, Pasting
- Formatting Text, Character Formats (Fonts, Type Size), Paragraph Formats (Line and Paragraph Spacing, Indents and alignments, Tabs & Tab Stops, Borders, Shading and Shadows), Document Formats (Page and Size and Orientation, Headers and Footers, Columns and Sections).
- Special Feature of Word Processing Software Language Tools – (Spell Checker, Grammar Checker, Thesaurus), Tables, Mail Merge, Adding Graphics & Sounds
- Converting Documents into World Wide Web Pages.
- Word Processing Practical:
 - File : Save as a web page, Search options, viewing page properties, customizing page setups, margins, paper, layouts
 - Edit: Using goto to go to Page, Footnotes, End Note
 - View: Header, Footer, Zoom, Normal Layout, Web Layout, Print layout, Outline Layout, Toolbars, Creating a Custom Toolbar.
 - Insert: Symbols, Comments, Pictures, Bookmarks, Hyperlinks, Files
 - Format: Background, Themes, Auto Formats, Bullets & Numbering, Border & Shading Tab Settings.
 - Tools :Language, Word count, Thesaurus, Password Protecting a file, Auto Correct, Options Settings overview, using Mail Merge Wizard, Envelops & Letters Wizard.
 - Table : Drawing, Inserting, Deleting, Sorting a Table , Merge cells, Split cells. Auto fits.
 - Window: Split, Arrange, Switching between documents
 - Help : About Microsoft Word.
- Spreadsheet Software
 - Spreadsheet Programs and their uses
 - The spreadsheet's interface
 - Entering Data in a Worksheet, Labels, Values, Dates, Formulas,
 - Editing and Formatting a worksheet
 - Adding Charts and Images to a Worksheet.

Presentation Graphics:

- Basic purpose of Presentations, Slides
- Presentation Programme Interface
- Process of creating a presentation
- Basic rules of a good presentation
- Formatting Slides
- Creating Slide Shows

Presentation Graphics Practical

- File: Page Setup, Slide Sizes & Orientation, Orientation of Slides, Notes, Handouts, Outlines.
- Edit: Duplicate, Delete, Select all, Find & Replace
- View: Normal, Slide Sorter, Slide Show (F5), Notes Page, Master[slide master, handout master, notes master] , Color & Grey Scale, Toolbars, Grids & Guidelines, Header Footer, Zoom
- Insert: Slide No, Duplicate, Text Boxes, Pictures, Table, Slide from Files
- Format: Font, Slide Layout, Slide Design, Background, Setting the default settings.
- Tools: Spellings
- Slide Show: View Show, Setup Show, Rehearse Timings, Animation Scheme, Custom animations, Custom Shows, Slide Transitions, Hide Slide, Animation Scheme, Custom Shows.
- Window: Arrange All, Cascade, New Window, Switch between windows.
- Help, Office Assistant
Advanced Word Processing Skills, Presentation Graphics, Basic Computer Graphics Skills (using CorelDraw or Macromedia Fireworks or Paint Shop Pro), Securing Computer Data, Using Acrobat Reader, Advanced Internet Usage Concepts.

Computer Graphics:

- Different Computer Graphic Files like GIF, JPEG, PNG, BMP, TIFF etc
- Introduction to Computer Graphic Application
- Image Scanner, Types, Installation, Basics of Scanning.
- Basic Computer Graphics Skills (using CorelDraw or Macromedia Fireworks or Pain Shop Pro)
- Definition and Difference between Raster & Vector Graphics, Introduction to different computer graphic files like BMP, PNG, TIFF, GIF, JPEG
- Setting up a graphics page in terms of width, height, resolution and color.
- Creating Basic Shapes like Lines, Rectangles, Squares, Circles, Ellipses, Polygons, Free Form Shapes
- Modifying basic shapes, Selecting the above created shapes, changing lines, fills, colors, textures of the selection.
- Using Text Tool, Creating Text Objects, Changing Font, Font Size and Color of the Text Objects.
- Installing and Using a Scanner. Scanning and Saving files in different file formats according to file size and resolution.

Internet Usage Concepts:

- Understanding Internet, Physical Structure of Internet, Logical Structure of Internet
- Internet Concepts, Common softwares used on Internet (Browsers, Email Clients, Web Servers, Domain Name Servers, Browser Plugins)
- Introduction to a Web Page and Web Site, Web Address.
- Understanding a General Web Site: Text Information, Graphical Information, Animations, Navigation Bars/ Menus, Hyperlinks and Forms.
- General Types of Sites: Simple Profile Website, Web Portals, Email Sites, Search Engines .
- Using a Search Engine to Find Information on the Net.
- Popular Search Engine Sites like, Google, Yahoo, Lycos, Rediff Search etc.
- Understanding a search “keyword”, Using “ “ and + signs in specifying keywords.
- Managing Emails: Creating an Online email account, email account user names and passwords, opening an email account, understanding inbox, compose, sent items etc folders of a web based email account. Creating and Sending Emails. Opening Emails. Sending Attachments with emails. Downloading Attachments from emails.
- Net etiquettes

Practical Using a Personal Computer:

- Recognizing various parts and switches of a PC & Peripherals
- Starting and shutting down a Windows PC
- Introduction to Windows
- Identifying various components of a Window (Desktop, Task Bar, Icons, Start Menu)
- Using the Mouse
- Introduction to Start Menu, Desktop, Task Bar and Icons.
- Creating a text file.
- Using the Keyboard
- Starting & Closing Computer Application.
- Creating/ Using different types of Computer files like : text files, graphics file, audio file, video file, database file, spreadsheet file, presentation file etc.
- Fundamentals of Data Organization on a PC, Introduction to a File System, Using a File System, Preparing a Drive, Creating, Modifying and Transferring Data on different Drives
- Performing File Management operation in Text Mode and Graphics Mode
- Installing and Uninstalling a Window Based Application.
- Using Windows Accessories.
- Using a Word Processing Application
- Using a Spreadsheet Application.

Introduction to Networks:

- Identifying a Network, Different Structure of Networks, Network Topologies
- Accessing Resources in a Network
- Sharing Resources in a Network

Internet:

- Surfing Internet, Emails, Sending , Receiving and Managing Emails, Address Books

- Computer Graphics
- Creating Simple Computer Graphics

Books Recommended:

Peter Norton's Introduction to Computers 4th Edition.. By Peter Norton TMGH.

Question Paper Pattern:

Computer Application – I (Theory – 75 Marks)

Section A: Objective Type – 10 Questions of 2 Marks each = 20 Marks

Section B: Short Answer Type – 10 Question of 3 Marks each = 30 Marks

Section C: Long Answer Type - 7 Question of 5 Marks each (do any 5) = 25 Marks

6. Textile Studies - II

(Marks 100) Paper Code – PGDFT – 106

Part – 'A'

- Identification of fabric samples (warp and weft direction)
- Different types of weaves/ weaving designs – plain, satin, sateen, twill, jacquard, bird's eye, basket, ribbed, crepe, pile, lappet, dobby, triaxial.
- Properties and uses of each of the weaves.
- Essential properties of fabric

Part – 'B'

- Comparative studies of the woven and knitted fabrics- construction and advantages of each.
- Elementary idea of machinery used in woven, knitted and non woven fabrics.

Part – 'C'

- Non - woven - classification,
- Method of production of non wovens- web formation, bonding the web, needle punching the web, finishing.
- Characteristics of non woven fabrics
- Uses of non wovens.
- Decorative fabric construction- braiding, netting, lace.
- Analyses of fabric samples- file work.

Book recommended:

Fabric Studies by KVP Singh Kalyani Publishers

Library reference:

Textiles- fiber to fabric by Bernard P. Corbman McGraw- Hill

Question Paper Pattern:

Textile studies II (Theory)

7 questions. Do any 5 . 15 marks each=75.

7. Inspirational Fashion

(Marks 100) Paper Code – PGDFT – 107

Part – ‘A’

- Designing on themes like culture, environment, monuments, seasons etc.
- Illustrating dresses made on innovative themes.

Part – ‘B’

Appreciation of any five Indian fashion Designers
Collection and illustration of the work of these Indian designers
Brief history on the work of these designers.
The famous and celebrated designs of these designers
The shows, studios, and expertise of these designers.

Part – ‘C’

Designing Clothes line for Kids wear using different themes and fabrics.
Designing clothesline for Women wear using different themes, fabrics, and surface ornamentations.
Different Presentation Techniques- its forms and purpose.
Collage work- collage on the dress, collage in the background, its effective use.
Swatch board- and the use of swatches on the surface texture of the dresses illustrated
Front and back illustration- the use and different illusion effect.
Client board and its effective use in designing dresses for a particular client.
Stylization of fashion figures, stylization of dresses.
Textural effects- effect of silk, velvet, net, chiffon, satin, brocade, etc.
Survey board, mood board and theme board.

Book recommended:

Illustrating Fashion by Kathryn Mckelvey Blackwell Series.

Library reference:

Fashion Design, drawing by Elisabetta Drudi Batsford and presentation.

Fashion Kaleidoscope by Meher Castelino Rupa and company

Indian Fashion by Hindol Sengupta Pearson Education

Question Paper Pattern:

Inspirational Fashion (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40

The questions from PART A and PART C will have only illustrative answers. The questions from PART B will have illustrative as well as descriptive answers.

8. Knitting Technology

(Marks 100) Paper Code – PGDFT – 108

Part – ‘A’

- Knitted garments-introduction
- Difference between woven and knitted structures
- Classification of knitted garments
- Weft knitted fabrics- plain, rib, purl, etc.
- Warp knitted fabrics- tricot, kitten raschel , crochet, Milanese knit, simplex
- Other knitted constructions- jacquard, pile, fleece, high pile, terry knit, velour knit.

Part – ‘B’

- Fully cut knitted garments- knit type, uses
- Fully fashioned knitted garments- knit type, uses
- Integral knitted garments- knit types, uses
- Cut stitch shaped knitted garments.- knit type, uses, processes involved

Part – ‘C’

- Seam and stitches used in knitting
- Machinery used for knitted garments- Flat bed, two-bar warp knitting machine, circular jacquard knitting machine, circular pile knitting machine.
- Quality control
- Defects in knitted fabrics
- Industrial visit.

Book recommended:

Knitting Technology by KVP Singh Kalyani Publishers

Library reference:

Textiles- fiber to fabric by Bernard P. Corbman McGraw- Hill.

Question Paper Pattern:

Knitting Technology (Theory)

7 questions. Do any 5 .15 marks each=75.

9. Pattern Drafting, Grading & Construction Studies

(Marks 100) Paper Code – PGDFT – 109

Part – ‘A’

- Market survey of fabrics, buttons, laces and other trimmings used in garment construction.
- Tailoring techniques- basic hand stitches, seams and seam processes, neckline

finishes, pockets, plackets, tucks, fasteners, frills, etc.

Part – ‘B’

- Designing of child garments on different themes
- Designing of adult garments on different themes
- The layouts, markers and Plans ($\frac{1}{4}$ or $\frac{1}{6}$ scale),
- Paper patterns of different garments with varied fashion elements on full scale. The paper patterns should be marked properly.
- Grading of the patterns to smaller and bigger sizes.
- Introduction to the sewing machine
- Cutting and sewing- processes involved and precautions, etc.
- Construction of any five garments for children
- Construction of any five garments for Adults having different themes, different fashion elements, and different surface ornamentation.

Part – ‘C’

Introduction to contemporary embroideries stitches- stem, back, running, dot, seeding, straight, chain, open chain, twisted chain, wheat tear, lazy daisy, blanket, buttonhole, zigzag chain, double chain, raised chain, spider’s web, sheaf, brick, Florentine, Holbein, Pekinese, cut work, four sided, goblin, woven bars, Cretan, fly, French knots, bullion knots, German knots, fish bone, Romanian, satin, long and short, couching, Jacobean trellis, thorn, cross stitch, chevron, herringbone, appliqué work, Ribbon work, lace work, rope work, other decorations and trimmings.

Book recommended:

Garment Construction by Manmeet Sodhia Kalyani Publishers.

Library reference:

Garment Technology for Fashion designers by Gerry Cooklin Blackwell Science

Step by step needlecraft encyclopedia by Judy Brittain Dorling Kindersley

The technology of clothing manufacture by Harold Carr Blackwell Science

Fabric, form and flat pattern cutting by Winifred Aldrich Blackwell

Zarapkaar system of cutting by K R Zarapkaar Navneet

Question Paper Pattern:

Pattern Drafting, Grading and Construction Studies (Practical)

1 question- pattern making (35 Marks) and construction (40Marks) =75.

- 1. The exam will be held at the learning centers only.*
- 2. The equipment and stationary needed for the examination will be provided by the LC.*
- 3. The LC will appoint an external and internal examiner for the examination before Hand and inform the RLFC office about the same. The external examiner is to be Approved by the university..*
- 4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.*

5. *The duration of the examination will be maximum of three hours, depending on the subject.*
6. *After the completion of the examination, the examiners will mark the papers According to the paper pattern scheme:*

Paper pattern (35 Marks) and construction (40Marks) =75.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. *Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.*
8. *A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.*
9. *The answer sheets/ practical submission and a copy of awards should be retained by The LC for one year after the declaration of the result by the university.*
10. *The practical submission/ answer sheet may be reopened by the RLFC/ University For further scrutiny, if need be.*

10. Computer Application – II

(Marks 100) Paper Code – PGDFT - 110

Introduction to Graphics and Graphics Devices:

Computer Graphics, Graphics Output Devices and their general properties like (Resolution and color capability), Graphics Input Devices. Drawing Geometry Introduction to Coordinate Frames and Color Theory Points, Vectors and Lines. Two dimensional Cartesian reference frames, Screen Coordinates, Three dimensional Cartesian reference frames.

Introduction to Color Theory:

Introduction to Color Modes, Working with different color models and modes, Using custom colors, Picking colors, Analyzing and editing colors, Looking at gamut issues, Creating duotones, Setting color balance, Setting hue and saturation, Adjusting brightness and contrast, Working with histograms, Retouching images, Color ranges and replace color options, Cropping images, Understanding Process and spot colors, Choosing pantone colors, Applying fill and stroke colors Mastering Computer Graphics Skill using Corel Draw, Introduction to CorelDraw.

Introduction to Vector and Raster Graphics Type. Starting CorelDraw, Introduction to Corel Draw Menu, Introduction to CorelDraw Page Setup. Introduction to various tools of CorelDraw Working with Shapes, Lines, Texts & Objects

Creating rectangles, squares, Circles, Ellipses, Polygons, Starts and Spirals

Selecting Fill and Outlines to any shape.

Moving & Rotating Shapes freely and to Fixed angles.

Drawing Curve and Straight Lines, Creating Simple and Artistic Texts.
Formatting Texts by changing Font, Size and Shape of Text.
Rotating texts, Assigning a Fill Color to text, Assigning outline color to text.
Creating Paragraph Text, Aligning Texts, Adjusting Line & Letter Spacing in the paragraph text. Spell checking and finding and replacing texts.
Selecting Single and Multiple Objects, Duplicating Objects, Grouping Objects, Trimming Objects, Locking and Unlocking Objects, Aligning Objects.
Working with outlines and Fills

Introduction to outlines, Defining outline width using Outline Flyout, Outline Pen Dialog Box, Setting the Line Cap Style, Changing the Outline Color
Introduction to Fills, Uniform Fill, Fountain Fill, Two-Color Fountain Fill, Preset Fountain Fill, Pattern Fills, Two-Color, Full Color and Bitmap Pattern Fills, Texture Fills, PostScript texture Fills.

Working with Curves

Introduction to Curves, Nodes and Segments,, Drawing Freehand Tools, Drawing Closed Curves, Curved Objects, Selecting Node on a Curved Object,, Adding, Removing and Joining Nodes.
Bezier Tool, Drawing Curve with Bezier Tool, Drawing Straight Line with Bezier Tools Drawing with Artistic Media Tools using Preset and Brush Mode. Calligraphic Mode, Pressure- Sensitive Mode, Object Sprayer.

Special Effects

Introduction to Special Effects, Blending Tool, Contouring Objects, Distorting Objects, Envelop Tool, Extruding of the object, Vector Extrusion.
Drop Shadow, Creating Drop Shadow, Changing Color of Drop Shadows, Removing Drop Shadows.
Applying Lenses, Applying Perspectives.
Filters, Gradients, Patterns, Textures, Swatches effects
Layouts (Development of different types of Boards)
Drawing Basic Male, Female and Kids Figure in Corel Draw with Grids and Guidelines and Converting them into Objects.

Drawing Basic Figure Forms (Legs, Arms, Head etc.) with Grids and Guidelines and Converting them into Objects.Saving and Exporting Images.
File formats, opening, saving, importing, exporting, compression, printing, saving for web, publishing as PDF , exporting images with transparency Printing Images.

Reference Book:

Corel Draw By Ramesh Bangia

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)
7 Questions of 15 marks each, do any 5 = 75 Marks

Guideline for Conduct of Practical Exam:

- 1. The exam will be held at the learning centers only.*
- 2. The equipment and stationary needed for the examination will be provided by the LC.*
- 3. The LC will appoint an external and internal examiner for the examination before Hand and inform the RLFC office about the same. The external examiner is to be Approved by the university..*
- 4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.*
- 5. The duration of the examination will be maximum of Three hours, depending on the subject.*
- 6. After the completion of the examination, the examiners will mark the papers According to the paper pattern scheme:*

5 Practical Questions of 15 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

- 7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.*
- 8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.*
- 9. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.*